A

ZOMBIE PLAGUE

Expansion

CRAWLERS

By Rob Robinson

WHAT ARE CRAWLERS?:
While slower than other Zombies (which isn't saying much), these legless undead torsos make up for any shortcomings with their ability to latch onto humans and continue to be a threat.

CRAWLER PLACEMENT:
Any time the Zombie Player would normally be allowed to place a Zombie, they may choose to place two Crawlers instead.

CRAWLER MOVEMENT & COMBAT:
Crawlers move and attack (and are attacked) in exactly the same manner as normal Zombies, except that they only receive 1 AP each per turn. Cards and conditions that refer to Zombies apply equally to Crawlers.

LATCHING ON:
Any human who is spending AP in any way (movement, combat, etc.) while adjacent to a Crawler may be subject to one trying to latch onto them. It is up to the Zombie Player whether or not they wish to try and achieve this.

To attempt to latch on, the Zombie Player simply declares the Crawler is trying to do before the human moves or rolls. The Crawler must be facing the human as per the usual rules. The Zombie Player then rolls D6, with the following results:

1 – 2	Human is free & moves away
3 – 6	The Crawler latches on

A Crawler who successfully latches onto a human can (if the ZP wishes) choose to remain attached for the remainder of the Human Player's turn, but no longer.

Crawlers automatically take up any square the human it is latched onto vacates, as it is dragged along. Also, as the Crawler moves into the vacated square, it is automatically rotated to directly face the human.

Only 1 Crawler may be attached to each human, however multiple latches may be attempted if more than 1 Crawler is in range, in the event of failed 'latch on' attempts.

CRAWLERS & BARRICADES:
A human with a Crawler attached cannot barricade any openings that would result in dividing them both.

Crawlers count as half the value of a normal Zombie when adding up the total number needed to destroy a barricade. For example, 3 Zombies and 2 Crawlers would be need to be lined up, or 4 Crawlers and 2 Zombies... and so on.

CRAWLERS & ZOMBIES (OR CRAWLERS & OTHER CRAWLERS):
Crawlers may not latch onto other Zombies or Crawlers. Their intelligence level is limited to thinking about (and grabbing at) warm flesh only.

CRAWLERS & MOVEMENT/AP REDUCTIONS:
Crawlers can never have their AP's reduced lower than 1. Thus, if a situation arises where this would be the case (eg. through directions on a card that is drawn), ignore that penalty for all Crawlers.

Crawler Pawns

CREDITS

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